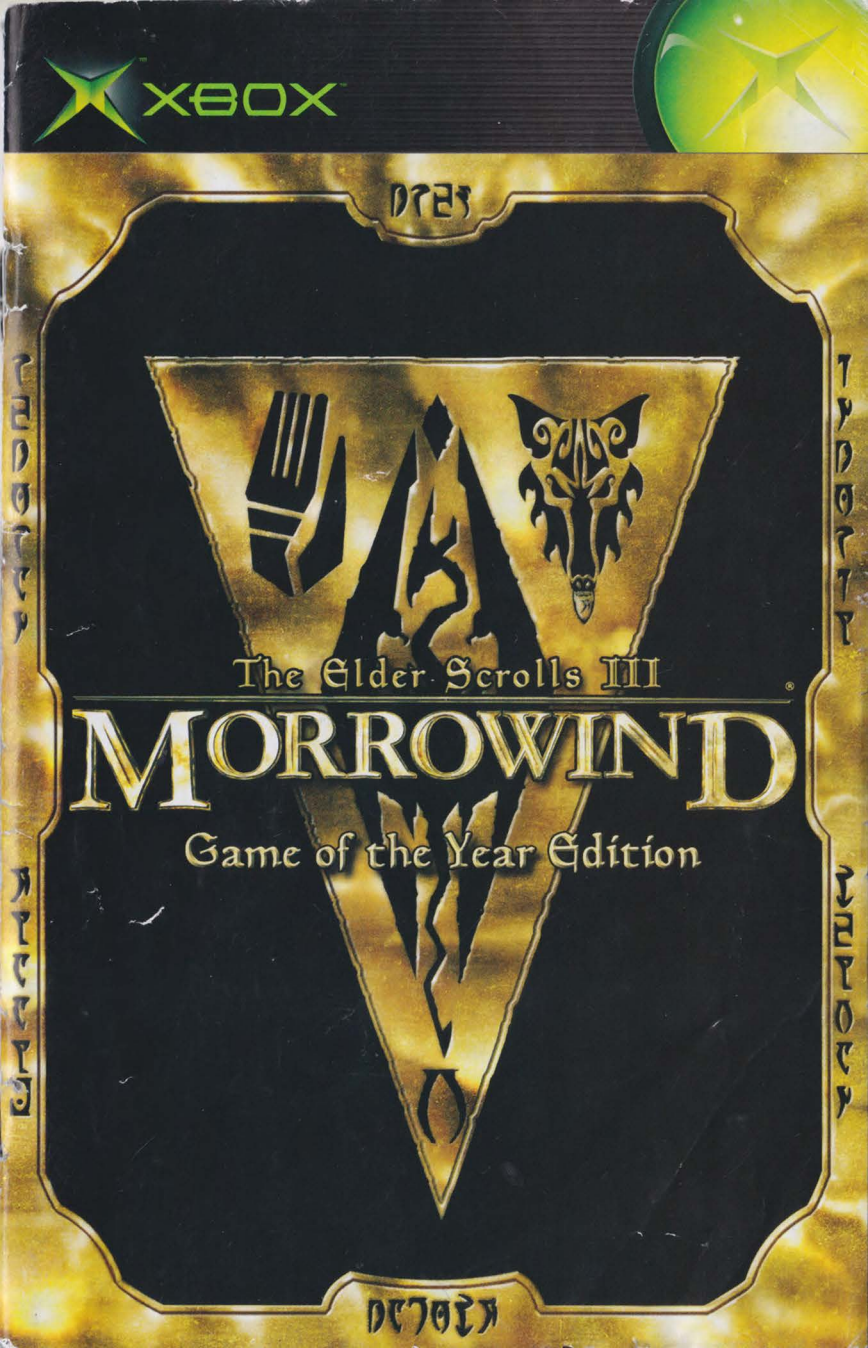
XBOX
The Elder Scrolls III
MORROWIND
Game of the Year Edition

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Introduction to Morrowind

The essence of any Elder Scrolls role-playing game has always been simple: let you do what you want, and make sure you have fun doing it. Huge, detailed, and open-ended are words that frequently come up when talking about ARENA, DAGGERFALL, and now MORROWIND. We don't believe a good role-playing game should restrict you from making choices, even if they're bad ones. Go ahead and play a wizard that wears heavy armor. You can do it, but remember that it's another skill to learn and might take time away from your magical studies.

One of the first questions people usually ask us is, "What do I do in this game?" The answer we give is inevitably "Well, what do you want to do?" Do you want to be a noble knight or a treacherous swine? Do you want people to like you? Do you want people to loathe and fear you? Do you prefer casting spells, wielding swords, or both? Want to plunder dungeons and tombs? Rise to head of a guild? Gather information from everyone about everything? Whatever your interests, there's plenty for you to do.

One minute you may be gazing up at the moons and stars over the plains or out for a swim in the Sea of Ghosts, and running for your life from a cliff racer or slaughterfish the next. Any place in MORROWIND can quickly turn deadly. Vvardenfell, the setting for MORROWIND, is a culturally and geographically diverse place, dominated by the volcanic Red Mountain and surrounding wastelands. You'll find the island's population in a variety of different settlements, including small fishing villages with stick huts, strange towns where houses that look like large bug shells are used for housing, dwellings made of giant mushrooms grown by mages, and the majestic ancient city of Vivec.

Everywhere you go you will find an assortment of do-gooders, scoundrels, eccentrics, and ordinary people just trying to make their way in the world. How you choose to interact with them is entirely up to you, and as a result you will find your gameplay experience may be completely different from anyone else's. Trust whom you will, dispatch whomever you want, but be prepared for the consequences.

MORROWIND is filled with things for you to do…hundreds and hundreds of things. During your efforts to complete the main quest or rise to power in a faction, don't forget to leave the beaten path now and then to see what's over the next ridge. Or, talk to people you meet to see what problems or assistance they may reveal to you. It is in these moments, and thousands of others like them, that you will forget the real world—sometimes for much longer than you intended—and lose yourself in ours. Perhaps it'll be spent searching for a lost artifact that is rumored to be hidden in a tomb. Maybe you'll choose a side in a war between rival guilds.

No matter what your preference, there's no right or wrong way to play MORROWIND.

– The MORROWIND Team

Main Menu

New
Starts a new game of Morrowind.

Load
Allows you to play a previously saved game.

Credits
View the credits for the team that brought you Morrowind.

While playing a game, these additional options are available:

Quit
During a game, Quit returns you to the Start screen.

Return
Takes you back to your current game.

Save
Allows you to save your current game.

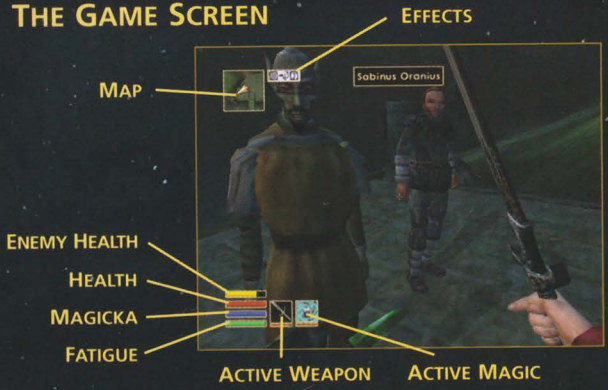
Options
Takes you to the Options Menu where you can adjust your sound, control and other preferences. See pg. 46

GAMEPLAY CONTROLS

Journal	Rest
Ready Magic	Menus
Ready Weapon	Activate

+ R / L TRIGGERS	CYCLE WEAPONS
+ R / L TRIGGERS	Cycle Magic
L <CLICK AND HOLD>	Sneak
L <DOUBLE CLICK>	Toggle Sneak
R <CLICK DOWN>	Change View
R <CLICK AND HOLD>	View Character
R + L / R <CLICK AND HOLD>	Zoom In/Out

The Game Screen



Health / Enemy Health
Your Health is represented by the red bar. When it goes all the way down, you die. Resting, potions, or spells can restore your Health. Enemy Health is represented by the yellow bar.

Magicka
Represented by the blue bar. Casting spells uses Magicka. Resting, potions, or spells can restore your Magicka.

Fatigue
Represented by the green bar. The lower your Fatigue drops, the harder it is to successfully perform actions like attacking and casting spells. Getting punched, running, jumping, swimming fast, and swinging a weapon reduce your Fatigue. Walking, resting, waiting, potions, or spells can restore your Fatigue.

Active Weapon
Press the X button to ready your weapon (or your fists if no weapon is equipped) and pull the Right Trigger to attack. The longer you hold down the trigger, the harder you'll swing. Swinging harder does the maximum damage a weapon has. Swinging lightly is faster, but does minimum damage. The bar underneath your weapon icon is the weapon's condition bar. To cycle through available weapons in your inventory, hold the X button and pull the Left and Right Triggers.

Active Magic
Press the Y button to ready your magic and pull the Right Trigger to cast it. To cycle through the available magics, hold the Y button and pull the Left and Right Triggers.

Map
Shows the area around you and the direction you are facing. Doors will be highlighted by boxes.

Effects
Displays icons representing abilities, magic effects, or diseases that are currently affecting you. You can read what they all are by selecting your Magic Menu. and highlighting each icon.

The Menus

During a game, you can access four menus to view your Stats, Inventory, Magic, and Map. Press the B button to bring up your menus and use Left Trigger and Right Trigger to cycle through them.

Stats Menu

* The right column scrolls up and down. Reputation, Factions, Birthsign, and Bounty are accessible by scrolling the Stats Menu.

Name
Your name.

Health
The amount of damage you can take. When it goes all the way down, you die. Resting, potions, or spells can restore your Health.

Magicka
Casting spells uses Magicka. Resting, potions, or spells can restore your Magicka.

Fatigue
The lower your Fatigue drops, the harder it is to successfully perform actions like attacking and casting spells. Hand-to-Hand, running, swimming fast, swinging a weapon, and jumping reduce your Fatigue. Walking, resting, potions, or spells can restore your Fatigue.

Level
How far you have progressed.

Race
Your Race. For more information on Races, see pages 12 - 15.

Class
Your Class.

Attributes
Your mental, physical, and magical abilities.

Skills
Highlighting a skill and pressing the Y button will provide information on that skill and display a progress bar that indicates how far you have progressed towards increasing that skill another point. For more info on skills, see pages 18-20.

Reputation
How famous you are.

Factions
The factions you have joined.

Birthsign
The birthsign under which you were born.

Bounty
The price on your head for crimes you have been seen committing.

Inventory Menu

Encumbrance

This bar shows the total weight of all items you are carrying. When the bar is full, you cannot move until you drop some items.

Character

The image of your character shows everything you are wearing and your active weapon. This image will reflect items you equip or unequip.

Armor Rating

The average armor rating of all the armor you are wearing. For areas of your body without armor, your Unarmored skill is used as a factor. The higher the armor rating, the better protection you will receive. See page 28 for Armor.

Active Weapon

The weapon you currently have active. Equipping a weapon makes it active. If no weapon is equipped, your active weapon will be Hand-to-Hand.

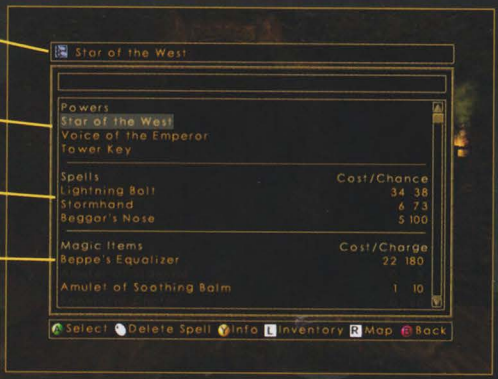
Items

To equip the selected item, press the A button, which allows you to wear armor, clothes, and rings, read books, use potions and ingredients, and ready weapons, lockpicks, torches, or other items. Any equipped item will be shown with a box around the icon. To unequip, press the A button again. To drop an item to the ground, press the X button. Press the Y button for more information about any highlighted item.

Item Filters

You view your entire inventory at once, or use the filters to sort just by weapons, apparel (clothing and armor), magic (magical items and potions), or misc items (ingredients, books, lights, lockpicks, etc.).

Magic Menu



Effects

Displays icons representing your special powers or abilities. Also shows any magic effects or diseases that are currently affecting you. Pressing the Y button while selecting an icon will give you information on what the effect is and how it is affecting you.

Powers

Lists your Powers. Pressing the Y button while selecting the power gives you more information on the power's effects. Powers can only be used once a day. See page 36 for more information.

Spells

Lists the spells you can cast. To select your Active Magic, highlight and press the A button. Pressing the Y button while selecting a spell gives you details on its effects, duration, and what skill the spell uses. Cost is the amount of Magicka a spell removes when you attempt to cast it. A spell costs Magicka regardless of whether it is successfully cast or not. Chance indicates how likely you are to successfully cast the spell. Your skill level for the governing school of magic determines the chance. To delete a spell from your list permanently, highlight the spell and press the button.

Magic Items

The spell effects from the enchanted items in your inventory are listed here. Pressing the Y button while selecting a magic item will give you details on its effects and duration. For more information on enchanting, see page 39.

Note: Hold the button to scroll the list quickly.

Map Menu

Local Map

The Map Menu provides a wider view of your current surroundings. You will be able to see the location of buildings, dungeons, and other structures around you. An arrow in the center of the screen represents your location, and the direction you are facing. Door markers will appear as a yellow marker. If you cast any magic spells that allow you to detect things (e.g., creatures) these will be displayed on the map as well. Use the Left Thumbstick to scroll the map up, down, left, and right using the pointer. Position the pointer over markers to see what they are. Press the X button to center the map on your current location.

World Map

Press the A button while in your Map Menu to switch to the larger World Map. This displays the entire island of Vvardenfell and all the locations you have visited. Other people may mark important locations on your World Map. Use the Left Thumbstick to scroll the map up, down, left, and right using the pointer. Position the pointer over markers to see what they are. Press the X button to center the map on your current location. Press the A button to return to the Local Map.

Creating Your Character

When you first start, you must decide what kind of player you will be. After you've entered in your Name, you'll be asked to select a Race, Class, and Birthsign.

Races

You may choose from 10 races commonly encountered in Morrowind. Since each race has unique abilities, selecting your race is one of the most important decisions you'll make.

Argonian

Little is known and less is understood about the reptilian denizens of Black Marsh. Years of defending their borders have made the Argonians experts in guerrilla warfare, and their natural abilities make them equally at home in water and on land. They are well suited for the treacherous swamps of their homeland, and have developed natural immunities to the diseases and poisons that have doomed many would-be explorers of the region.

Skill Bonuses: Alchemy +5, Athletics +15, Illusion +5, Medium Armor +5, Mysticism +5, Spear +5, Unarmored +5

Specials: Resist Disease, Immune to Poison, Water Breathing

Breton

Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come from the home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons boast a high resistance to destructive and dominating magical energies.

Skill Bonuses: Conjuration +10, Mysticism +10, Restoration +10, Alchemy +5, Alteration +5, Illusion +5

Specials: Fortified Maximum Magicka, Dragon Skin, Resist Magicka

Dark Elf

In the Empire, "Dark Elf" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer." The dark-skinned, red-eyed Dunmer combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards.

Skill Bonuses: Long Blade +5, Destruction +10, Light Armor +5, Athletics +5, Mysticism +5, Marksman +5, Short Blade +10
Specials: Ancestor Guardian, Resistant to Fire

High Elf

The High Elves, or Altmer, are the proud, tall, golden-skinned peoples of Summerset Isle. The common tongue of the Empire, Tamrielic, is based on their speech and writing, and most of the Empire's arts, crafts, and sciences are derived from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts, and are far more resistant to disease than the lesser races.

Skill: Destruction +10, Enchant +10, Alchemy +10, Alteration +5, Conjuration +5, Illusion +5
Specials: Fortified Maximum Magicka, Weakness to Magicka, Fire, Frost, and Shock, Resistant to Disease

Imperial

Natives of the civilized, cosmopolitan province of Cyrodiil, the Imperials are well-educated and well-spoken. Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders. These traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other provinces and to have erected the monument to peace and prosperity that comprises the Glorious Empire.

Skill Bonuses: Speechcraft +10, Mercantile +10, Long Blade +10, Blunt Weapon +5, Light Armor +5, Hand to Hand +5
Specials: Star of the West, Voice of the Emperor

KHAJIIT

Khajiit hail from the province of Elsweyr and can vary in appearance from nearly Elven to the cathay-raht "jaguar men" to the great Senche-Tiger. The most common breed, the suthay-raht, is intelligent, quick, and agile. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics skill.

SKILL BONUSES: Acrobatics +15, Athletics +5, Hand to Hand +5, Light Armor +5, Security +5, Short Blade +5, Sneak +5
SPECIALS: Eye of Fear, Eye of Night

NORD

The citizens of Skyrim are a tall and fair-haired people, aggressive and fearless in war, industrious and enterprising in trade and exploration. Skilled sailors, Nords can be found in seaports and settlements along all the coasts and rivers of Tamriel. Strong, willful, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.

SKILL BONUSES: Axe +10, Blunt Weapon +10, Medium Armor +10, Long Blade +5, Spear +5, Heavy Armor +5
SPECIALS: Thunder Fist, Woad, Resist Shock, Immune to Frost

ORC

These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakable courage in war and their unflinching endurance of hardships. In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, but they have slowly won acceptance in the Empire. Orcish armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire.

SKILL BONUSES: Armorer +10, Axe +5, Heavy Armor +10, Medium Armor +10, Block +10
SPECIALS: Berserk, Resistant to Magicka

Redguard

The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.

Skill Bonuses: Long Blade +15, Short Blade +5, Heavy Armor +5, Axe +5, Blunt Weapon +5, Medium Armor +5, Athletics +5
Specials: Adrenalin Rush, Resist Poison, Resist Disease

Wood Elf

The clanfolk of the Western Valenwood forests. In the Empire, they are called "Wood Elves," but call themselves the Bosmer, or the "Tree-Sap" people. Wood Elves are nimble and quick in body and wit, and their curious natures and natural agility make them good scouts, agents, and thieves, and there are no finer archers in all of Tamriel.

Skill Bonuses: Marksman +15, Sneak +10, Light Armor +10, Alchemy +5, Acrobatics +5
Specials: Beast Tongue, Resist Disease

ATTRIBUTES

A character's mental, physical, and magical abilities are modeled by eight primary attributes. Primary attributes have range from 0-100, but can be changed by magic, potions, or disease. Gaining a level allows you to increase your attributes.

STRENGTH

Affects how much you can carry, how much Fatigue you have, your starting Health, and how much damage you can do with melee weapons such as swords and axes. Governs the skills of Armorer, Blunt Weapon, Axe, Long Blade, and Acrobatics.

INTELLIGENCE

Affects your total Magicka and magic use. Governs the skills of Alchemy, Enchant, Conjuration, and Security.

WILLPOWER

Affects your ability to resist magical attacks, and how much Fatigue you have. Governs the skills of Destruction, Alteration, Mysticism, and Restoration.

AGILITY

Affects your ability to hit and dodge attacks. It also affects how much Fatigue you have. Governs the skills of Sneak, Light Armor, Marksman, and Block.

SPEED

Determines how fast you move. Governs the skills of Athletics, Short Blade, Hand-to-Hand, and Unarmored.

ENDURANCE

Affects how much Fatigue you have, your Health, and how much your Health will increase when you sleep and raise levels. Governs the skills of Medium Armor, Heavy Armor, and Spear.

PERSONALITY

Affects how much people like you, which leads to better information gathering. Governs the skills of Speechcraft, Mercantile, and Illusion.

LUCK

Luck has an effect on everything you do, but governs no skills.

Derived Attributes

These are derived from the primary attributes, and are affected by changes to your primary attributes.

Health

Health is the amount of damage you can take before you die. Your maximum increases every time you gain a level. Endurance affects how much Health you gain per level, and how fast Health comes back when you rest. Your starting Health is half of your combined Strength and Endurance.

Magicka

Magicka is used to cast spells. You start with Magicka equal to half of your Intelligence. This can be increased by choosing a race or birthsign that increases your Magicka multiplier. Magicka is naturally restored by resting.

Fatigue

Fatigue is how tired you are. Low Fatigue makes it harder to successfully perform actions. Running, jumping, swimming fast, and swinging a weapon reduce your Fatigue. Walking, resting, waiting, potions, or spells can restore your Fatigue. Your maximum Fatigue is the combined values of your Strength, Endurance, Agility, and Willpower.

Encumbrance

Encumbrance is the total weight of items you can carry. Encumbrance also affects how fast you move and how fatigued you get while running, or swimming. You cannot move at all when fully encumbered. Encumbrance is equal to five times your Strength.

Combat Arts

Block skill allows you to use shields to block any melee attack. A successful block removes all damage from the attack.
Governing Attribute: Agility

Armorer skill is used to maintain weapons and armor at top effectiveness. Worn weapons do less damage. Worn armor provides less protection against attacks. As wear increases, the diminishing effectiveness of weapons and armor is dramatic.
Governing Attribute: Strength

Medium Armor skill lets you move and defend while wearing durable but flexible armors like chain, scale, bonemold, and Orcish armor. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.
Governing Attribute: Endurance

Heavy Armor skill is used to move and defend while wearing massive and rigid armors like iron, steel, silver, Dwemer, ebony, and Daedric armor. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.
Governing Attribute: Endurance

Blunt Weapon skill makes you more effective when using heavy bashing weapons like maces, hammers, clubs, or staves.
Governing Attribute: Strength

Long Blade skill lets you use broadswords, sabers, longswords, claymores, katanas, and dai-katanas effectively.
Governing Attribute: Strength

Axe skill helps a user wield heavy chopping weapons like war axes and battleaxes more effectively.
Governing Attribute: Strength

Spear skill permits effective use of long-shafted thrusting weapons like spears and halberds.
Governing Attribute: Endurance

Athletics skill trains and conditions you for running and swimming. Skilled athletes move short and long distances over land with speed and efficiency, and they also swim more swiftly underwater.
Governing Attribute: Speed

Magic Arts

Destruction skill is the mastery of the spell effects of the School of Destruction. Their spells harm living and undead creatures, and include elemental damage, draining, damaging, vulnerability, and disintegration magical effects.
Governing Attribute: Willpower

Students of the School of **Alteration** manipulate the physical world and its natural properties. Alteration effects include water breathing and walking, jumping, levitating, burdening, opening and locking, and creating shield barriers against physical damage.
Governing Attribute: Willpower

Spell effects of the School of **Illusion** alter the perceptions and thoughts of living subjects. Illusion effects include blind, light, paralyze, silence, calm or frenzy, chameleon, and invisibility.
Governing Attribute: Personality

The spell effects of the School of **Conjuration** include the mental domination of mundane and magical creatures, summonation of otherworldly weapons and armor, and summonation of Daedric or undead servants to serve and protect the caster.
Governing Attribute: Intelligence

The spells of the School of **Mysticism** shape and focus otherworldly forces to bind souls in gems, teleport the caster's body, manipulate the world with telekinesis, absorb, or reflect magical energies, or sense unseen objects at a distance.
Governing Attribute: Willpower

Adepts of the School of **Restoration** heal, restore, and fortify the body's attributes and abilities, cure disease, and protect it from other malign influences. Restoration spells can also augment or absorb strength, endurance, intelligence, agility, and other bodily attributes.
Governing Attribute: Willpower

Enchant skill governs the creation, use, and recharging of enchanted items. Skilled enchanters are more successful at creating new items. Enchanted items use less power, and are recharged more efficiently from soul gems, for a trained user.
Governing Attribute: Intelligence

Alchemy identifies magical properties in mundane substances. Substances are consumed directly, or prepared as potions to provide long-lasting benefits like healing and curing disease, water-walking, magical shielding, and fortifying attributes.
Governing Attribute: Intelligence

Unarmored skill lets you avoid or reduce injury during combat while not wearing any armor by evading, deflecting, or absorbing blows. Those versed in this skill are better defended wearing no armor at all than they are when wearing armor.
Governing Attribute: Speed

Stealth Arts

Security skill lets you open locked doors and containers with lock-picks or disarm traps with probes. This skill is essential for agents and thieves alike.
Governing Attribute: Intelligence

Sneak discipline is the art of moving unseen and unobserved. Skilled sneaks are also adept pickpockets.
Governing Attribute: Agility

Acrobatics skill enables you to jump long distances and to avoid damage when falling from great heights. Nimble acrobats can reach areas others cannot get to and can direct their paths while falling.
Governing Attribute: Strength

Light Armor skill lets you move and defend while wearing light-weight, flexible armors like leather, fur, chitin, and glass armor. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.
Governing Attribute: Agility

Short Blade makes you more effective with short, quick, thrusting weapons like daggers, tantos, short swords, and wakizashis.
Governing Attribute: Speed

Marksman makes you more effective with ranged weapons like the short bow, long bow, crossbow, throwing star, and throwing knife.
Governing Attribute: Agility

Mercantile skill is the art of buying low and selling high. This skill guarantees lower initial prices for goods, equipment, and services, and improves your chances of getting better deals by bargaining.
Governing Attribute: Personality

Speechcraft allows you to influence others by admiring, intimidating, and taunting them. Listeners are more willing to divulge information or to entrust important tasks to the skilled speaker.
Governing Attribute: Personality

Hand to Hand skill is the martial art of unarmed combat. Hand-to-hand attacks damage only the Fatigue of a standing opponent, but hand-to-hand attacks damage Health when a target has been knocked unconscious by Fatigue loss.
Governing Attribute: Speed

Classes

Your class defines your way of life and which skills are most important to you. When creating your character you have several options in creating your class:

1. Answer a series of 10 questions that will assign you a class based on your answers.
2. Choose one of the 21 classes in Morrowind.
3. Create your own custom class by selecting your major and minor skills yourself and naming your custom class.

Each class receives a specialization, 5 major and 5 minor skills, and a +10 bonus to 2 attributes.

Specialization

Each class has a specialization, either Combat Arts, Magic Arts, or Stealth Arts. This is the main avenue of study this class falls into. You will receive +5 to every skill in your specialization, and those skills will be much easier to increase.

For instance, a character who specializes in combat can learn about using an axe faster than he can learn about acrobatics.

Major Skills

Each class has 5 major skills. These are the essential skills for this class. Major skills start at 30 and are easier to increase than other skills.

Minor Skills

Each class also has 5 minor skills. These skills are important to the class and start at 15.

Miscellaneous Skills

All skills not chosen as major/minor are considered miscellaneous and start at 5. Miscellaneous skills increase the slowest.

For example, a Combat specialized class with Athletics as a major skill at 30 will increase Athletics up to 50% faster than a Magic specialized class with Athletics as a miscellaneous skill at 30.

Combat Specialized Classes

Warriors

Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of the Empire, trained with various weapon and armor styles, conditioned by long marches, and hardened by ambush, skirmish, and battle.

Barbarians

Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats and excel in fierce, frenzied single combat.

Crusaders

Any heavily armored warrior with spellcasting powers and a good cause may call himself a crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.

Knights

Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, and governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and enchantment.

Scouts

Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight. By contrast with barbarians, in combat scouts tend to be cautious and methodical, rather than impulsive.

Archers

Archers are fighters specializing in long-range combat and rapid movement. Opponents are kept at distance by ranged weapons and swift maneuvers, and engaged in melee with sword and shield after the enemy is wounded and weary.

Rogues

Rogues are adventurers and opportunists with a gift for getting into and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

Magic Specialized Classes

Mages

Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common: an avid love of spellcasting.

Sorcerers

Though spellcasters by vocation, sorcerers rely most on summonings and enchantments. They are greedy for magic scrolls, rings, armor, and weapons, and commanding undead and Daedric servants gratifies their egos.

Healers

Healers are spellcasters who swear solemn oaths to heal the afflicted and cure the diseased. When threatened, they defend themselves with reason and disabling attacks and magic, relying on deadly force only in extreme circumstances.

Battlemages

Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures.

Witchhunters

Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.

Spellswords

Spellswords are spellcasting specialists trained to support Imperial troops in skirmish and battle. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

Nightblades

Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents.

Stealth Specialized Classes

Thieves

Thieves are pickpockets and pilferers. Unlike robbers, who kill and loot, thieves typically choose stealth and subterfuge over violence, and often entertain romantic notions of their charm and cleverness in their acquisitive activities.

Agents

Agents are operatives skilled in deception and avoidance, but trained in self-defense and the use of deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to various patrons or causes.

Assassins

Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is performed with ranged weapons or with short blades for close work. Assassins can be ruthless murderers or principled agents of noble causes.

Acrobats

'Acrobat' is a polite euphemism for agile burglars and second-story men. These thieves avoid detection by stealth, and rely on mobility and cunning to avoid capture.

Monks

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self-defense. Monks avoid detection by stealth, mobility, and agility, and are skilled with a variety of ranged and close-combat weapons.

Pilgrims

Pilgrims are travelers, seekers of truth and enlightenment. They fortify themselves for road and wilderness with arms, armor, and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.

Bards

Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained, and must depend on sword, shield, spell, and enchantment to preserve them from the perils of their educational experiences.

BIRTHSIGNS

In Tamriel, persons born under certain constellations are said to be 'fortunate in their aspects'. Such persons are often blessed—or cursed—with remarkable abilities or weaknesses as a result of the magical conjunctions of celestial influences.

THE APPRENTICE
Those born under the sign of The Apprentice have increased Magicka, but also have a weakness to it.

THE ATRONACH
Those born under the sign of The Atronach cannot regenerate Magicka, but have a chance of absorbing any magic cast at them.

THE LADY
Those born under the sign of The Lady have increased Endurance and Personality.

THE LORD
Those born under the sign of The Lord can regenerate Health, but are weak to fire.

THE LOVER
Those born under the sign of The Lover have increased Agility and can paralyze others with a kiss.

THE MAGE
Those born under the sign of The Mage have increased Magicka.

THE RITUAL
Those born under the sign of The Ritual can heal themselves and turn undead.

THE SERPENT
Those born under the sign of The Serpent can poison others at a loss of their own Health.

THE SHADOW
Those born under the sign of The Shadow can make themselves invisible.

THE STEED
Those born under the sign of The Steed can move faster.

THE THIEF
Those born under the sign of The Thief are harder to hit.

THE TOWER
Those born under the sign of The Tower can unlock doors magically and detect things at a distance.

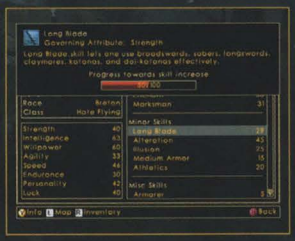
THE WARRIOR
Those born under the sign of The Warrior have an increased chance of hitting.

Increasing Your Skills and Leveling Up

To increase a skill, you simply need to use it successfully several times. The lower your skill, the harder it is to use, but the number of uses you need to increase it is smaller. It takes much longer to raise a high skill. Skills that are specialized, major, or minor also increase faster than miscellaneous skills.

There are three ways to increase a skill:

1. Use it over and over.
2. Buy training from another character.
3. Learn more about the skill from special books.



You can view your progress towards increasing a skill by pressing the Y button when in your Stats Menu.

Increasing your level is dependent on improving the major and minor skills associated with your class. In order to raise your level, you must improve any combination of your major or minor skills by a total of 10 points.

You can see how far you are towards raising your level by pressing the Y button when in your Stats Menu.

Once you have raised your skills enough, you will need to Rest by pressing the ◯ button and meditate on what you've learned in order to increase your level. See pg. 45 for more on resting.

You will be able to add three points to your attributes. Certain attributes will show a bonus, which is determined by which skills you have increased since you last raised level. So, if you improved several skills that have personality as a governing attribute, then you will see an appropriate bonus multiplier for personality. Each point you assign to an attribute with a bonus will be multiplied by the bonus. Even miscellaneous skills you've used count toward the attribute bonus. You may only assign one point to an attribute.

In addition, when you raise level, your Health will increase by one-tenth of your Endurance.

Weapons

Weapons come in all shapes and sizes and can be made from a variety of materials. They can also be enchanted with special magical abilities to further increase their lethality. Every weapon has a Min and Max damage rating for each attack type: Chop, Slash, and Thrust (see page 29).

	Name and Description	Best Attack Base Damage
	Dagger, Tanto Short-bladed multi-purpose weapons. Quick to strike and break.	Thrust 5-5
	Shortsword, Wakizashi Short bladed weapons provide excellent speed and damage balance.	Thrust 7-12
	Broadsword Mass-produced, double-edged long blades popular among the Legions.	Slash 4-14
	Longsword, Katana Long bladed weapons often used by shield-bearing Knights.	Slash 1-20
	Saber Single edged variant of the broadsword often used by rogues.	Chop 5-20
	Claymore, Dai-katana Massive two-handed long blades. Used by Warriors of great strength.	Chop 1-27
	Club A crude, improvised blunt weapon often used with a shield.	Chop 4-5
	Staff This two-handed blunt weapon is the standard weapon of the traveler.	Slash 3-7
	Mace Favored blunt weapon of the Crusader, usually combined with a shield.	Chop 3-14
	Warhammer Heavy two-handed blunt weapon good for knocking someone off his feet.	Chop 1-32
	War Axe Chopping weapon used by Barbarians that provides excellent damage.	Chop 1-20
	Battle Axe Heavy two-handed chopping weapon provides maximum damage.	Chop 1-36
	Spear, Halberd Two-handed, long-shafted weapons with long reach and moderate damage.	Thrust 6-17
	Bow Marksman weapons that come in short and long variations. Fires arrows.	Ranged 1-25
	Crossbow Marksman weapons that fire a bolt massive enough to penetrate heavy armor.	Ranged 20-20
	Darts, Stars, Knives These marksman weapons are thrown at a distance for minor damage.	Ranged 1-4

ARMOR

Each piece of armor you wear will add to your overall protection, or "armor rating." The higher the armor rating, the better you will be protected. When you see a piece of armor, the armor rating displayed for that item will be adjusted according to your skills. So, if you have a high Light Armor skill, and a very low Heavy Armor skill, you will see armor ratings for light armor that are much higher than for heavy armor.

If you're trained in the unarmored skill, you may be better protected without armor than with armor.

Armor absorbs damage. When someone hits you, the damage they do is compared against your armor rating, and some of the damage is absorbed.

As armor takes damage, its condition decreases. This also lowers how much protection the armor offers.

Your armor rating is the weighted average of all the armor you are wearing. Certain pieces contribute more towards your rating than others.

Armor Piece	Percent of Total Armor Rating
CUIRASS Chest	40
HELMET Head	10
PAULDRON Left or right upper arm	10
GAUNTLETS/BRACERS Hands and wrist on left or right forearm	10
GREAVES Upper legs	10
BOOTS Lower legs	10
SHIELD Left and front of body. Allows wearer to block.	10

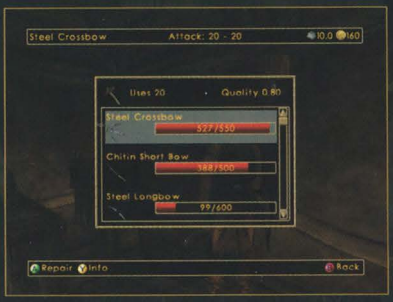
Using Weapons

To attack, pull the Right Trigger. The longer you hold it, the more damage you will do and the more your Fatigue will drop.

Each weapon is also rated in three attack categories: Chop, Slash, Thrust. You perform these moves by moving while pulling your weapon back.

- **Chop:** Standing still or moving diagonally
- **Slash:** Moving side to side
- **Thrust:** Moving forward or back

You can also use the "Always Use Best Attack" option in your preferences (see pg. 47). This will always use the best attack regardless of movement. It is Off by default.



Repairing Weapons and Armor

Weapons and armor will sustain damage as you use them. The more damage a weapon sustains, the less damage it will do. When its condition goes down to zero, the weapon or armor becomes unusable. You can repair your armor and weapons by equipping hammers and tongs. The success of your repair depends on your Armorer skill and the quality of the tool.

You can also find people who can repair these items as a service. It will cost you, but they always repair the item back to full condition.

Getting Knocked Down

You can be knocked down during combat as the result of a powerful blow from an opponent. A knockdown is fairly short and can happen at any time, regardless of your Health or Fatigue levels. You cannot block or attack when you have been knocked down. Hitting someone who is knocked down does more damage and they are easier to hit. High Agility keeps you from being knocked down.

Getting Knocked Out

When your Fatigue drops below zero, you will be knocked unconscious. This usually happens when someone punches you. The amount of time you remain unconscious depends on several factors. During this time you cannot block any attacks. When you are unconscious Hand-to-Hand attacks will damage your Health, instead of your Fatigue.

Magic

Your use of magic is based on your skill level in the six schools of magic. Increasing your proficiency depends on gaining uses and training to increase your skill level. New spells can be learned by buying them from characters or completing certain quests.

School of Conjuration

Conjuration summons magical items and beings from the outer realms to serve you. Conjuring effects include the mental domination of mundane and magical creatures, summoning of otherworldly weapons and armor, and summoning of Daedric servants and powers to serve and you.

Turn Undead

Temporarily increases an undead creature's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the increase of the flee rating.

Summon Creature

Summons a creature from the Outer Realms. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoned creature is killed. If you summon a creature in a town, the guards will attack the creature and you on sight.

Command

Makes targeted creatures or humanoids fight for the caster. The magnitude is the level of the creature or humanoid affected.

Bound *Item*

Conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric item. The weapon appears automatically equipped on the target, displacing any currently equipped weapon to inventory.

School of Illusion

Illusion affects the perception and mind of living subjects.

Invisibility

Completely conceals the target from others. If the target attacks, speaks, or activates items (e.g., doors), the effect is dispelled.

Chameleon

Lets the target blend into the surroundings so no one can see him. The target can attack and use objects without disrupting the effect, but chameleon may range from 1% to 100% effectiveness. The effect's magnitude is the degree of concealment.

Light

Upon striking a target, it illuminates the area for the duration. Does not cause damage.

Sanctuary

Causes the target to be harder to hit. The magnitude is the value that is added to the target's chance to dodge attacks.

School of Illusion (continued...)

Night-Eye
Gives the target the ability to see in the dark. The effect's magnitude is how much the ambient light level is raised.

Charm
Temporarily increases target's disposition towards the caster. When the effect ends, the target's disposition returns to its original value.

Paralyze
Renders the target unable to move for the effect's duration.

Silence
Temporarily renders the target unable to cast spells.

Blind
Obscures the vision of the target, reducing his chance to hit with weapon or hand-to-hand attacks.

Sound
Produces a disorienting noise in the target's mind. The magnitude is the reduction in the target's chance to successfully cast spells (and the relative magnitude of the sound's volume).

Calm Humanoid or Creature
Decreases attack rating (i.e., its inclination to attack). The magnitude is the amount the attack rating is reduced. Undead, Daedra, and artifacts are not affected.

Frenzy Humanoid or Creature
Increases attack rating (i.e., its inclination to attack). The magnitude is the amount the attack rating is increased. Undead, Daedra, and artifacts are not affected.

Demoralize Humanoid or Creature
Increases flee rating (i.e., its inclination to flee from an attacker). The magnitude is the amount the flee rating is increased. Undead, Daedra, and artifacts are not affected.

Rally Humanoid or Creature
Decreases flee rating (i.e., its inclination to flee from an attacker). The magnitude is the amount the flee rating is decreased. Undead, Daedra, and artifacts are not affected.

School of Destruction

Destruction harms living and unliving things.

Damage

Lets the caster shoot out magical energy which lowers the value of a target's attributes, Health, Magicka, Fatigue, or skill. Attributes can only be restored with a Restore effect spell or potion. The magnitude is the units lost each second of duration.

Fire Damage

This spell effect produces a manifestation of elemental fire. Upon contact with an object, this manifestation explodes, causing damage.

Shock Damage

This spell effect produces bolts of elemental lightning. The magnitude is the damage received by the first target along a bolt's path.

Frost Damage

This spell effect produces a manifestation of elemental frost. Upon contact with an object, this manifestation causes frost damage over the area of the spell.

Drain

Temporarily lowers the value of a target's attributes, Health, Magicka, Fatigue, or skills. The magnitude is the units reduced each second of duration.

Poison

Creates a poison spray of acid that causes damage to the target's Health. The target continues to lose Health for the duration of the spell, unless canceled by cure poison.

Stunted Magicka

Prevents the target from regenerating Magicka while sleeping for the duration of the effect.

Weakness

Decreases the target's resistance to elements including elemental fire, elemental frost, elemental shock, Magicka (non-elemental), normal weapons (non-enchanted), common disease, blight disease, corprus disease, and poison.

Disintegrate Weapon or Armor

Damages the Health of an equipped weapon or armor on a touched or ranged target.

School of Restoration

Restoration heals, restores, and fortifies the body's attributes and abilities, cures diseases, and protects it from other malign influences. Restoration can also augment or absorb strength, endurance, intelligence, agility, and other bodily attributes.

Cure

Cures a specific disease or states including Common Diseases, Blight Disease, Corprus Disease, Poison (does not restore lost Health, only removes poison), and Paralysis.

Restore

If the target's attributes, Health, Magicka, Fatigue, or skill has been reduced by magical attack, this effect can restore them to its original value. The magnitude is the units of attribute restored for each second of duration.

Fortify Attribute

Temporarily increases the value of the target's attributes, Health, Magicka, Fatigue, or skill. The magnitude is the value of the increase of the attribute.

Fortify Maximum Magicka

Increases the target's maximum Magicka by a multiplier. The magnitude is multiplied by the target's Intelligence. A magnitude of 2.0 produces a Magicka bonus equal to the target's Intelligence x 2.

Fortify Attack Bonus

Raises the target's chance of making a successful attack with a weapon or hand-to-hand attack.

Resist

Increases the target's resistance to damage from the following: elemental fire, elemental frost, elemental shock, Magicka-based attacks, normal weapons, common disease, blight disease, corprus disease, poison, or paralysis. The magnitude is percentage reduction in damage caused by the effects.

Remove Curse

Removes a curse from the target.

School of Mysticism

Mysticism involves the manipulation of magical forces and boundaries to bypass the structures and limitations of the physical world.

Dispel

Removes Magicka-based spell effects from the target. Does not affect abilities, diseases, curses, or constant magic item effects. The magnitude is the chance an effect is removed.

Soul Trap

Traps the soul of the target creature in the smallest empty soul gem in the caster's inventory, if the creature is killed during the effect's duration.

Telekinesis

Allows the target to pick up items, open containers, or open interior doors from a distance. The magnitude is how far, in feet, the target can reach.

Mark

Establishes a target location for the Recall spell.

Recall

Instantly transports the caster to the last Recall marker set by the Mark spell.

Divine and Almsivi Intervention

Instantly transports the caster to the altar of the nearest shrine. For Divine Intervention, this is the Imperial cult. For Almsivi Intervention it is the Tribunal Temple.

Detect

Allows you to detect creatures, enchanted items, or keys. They appear on the map as symbols. The magnitude is the radius, in feet, that you will detect the target.

Spell Absorption

Lets the target absorb an attacking spell's power as an increase in Magicka. The magnitude is the percentage chance of successfully absorbing the spell's power. If spell fails, the attacking spell takes effect normally. The target's Magicka cannot be increased above its maximum.

Reflect

Reflects any spell effects back at an attacking caster. The magnitude is the percent chance that spell effect is reflected. If the spell fails, the attacking spell(s) takes effect normally.

Absorb

Temporarily transfers a portion of the target's attribute, Health, Magicka, Fatigue, or skill to the caster. A caster's stats can exceed their maximum for the duration. When the effect ends, attributes for the caster and the target return to original values. Changes to Health, Magicka, and Fatigue are permanent.

School of Alteration

Alteration involves manipulation of the physical world and its natural properties.

Water Breathing
Lets the target breathe underwater for the duration of spell.

Swift Swim
Increases the target's swimming speed.

Water Walking
Lets the target walk on water for duration of spell.

Shield
Creates a magical, fire, lightning, or frost shield around the target's body. Its magnitude is added to the target's Armor Rating, and also greatly reduces damage from fire, lightning, or frost attacks.

Burden
Temporarily increases the weight carried by the target. The magnitude is the amount of weight being applied.

Feather
Temporarily reduces the target's encumbrance. The magnitude is the units of weight removed from encumbrance.

Jump
Increases the height and distance of the target's jumps. The magnitude is proportional to the increase in a jump's height and distance.

Slowfall
Slows the target's rate of descent when falling, reducing damage received upon landing.

Levitate
Temporarily lets the target levitate into the air. The magnitude is the speed at which the target can move through the air.

Lock
Locks a container or door forever, until unlocked by a key, pick, or spell. The magnitude is the lock level placed on the container or door.

Open
Opens a locked container or door. The magnitude is the highest lock level that can be opened.

ABILITIES

Many races in Tamriel have inherent abilities. They seem like magic, but never need to be cast and are always active. Abilities usually include such things as weaknesses and resistances.

POWERS

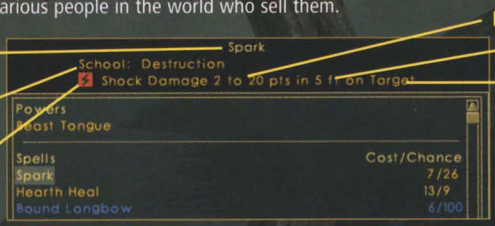
Many races and birthsigns also provide special powers that can be used once a day. Powers are always successful; hence they are the most powerful form of magic. Powers are not assigned to a school of magic, and therefore using them will not improve your magic skills.

DISEASES

While not true magic, the effects of disease can be very similar. There are three kinds of disease: common disease, blight disease, and corprus disease. Common disease isn't that bad. You can get cured at shrines or temples easily, but you need to get cured because people will be wary to talk with you. Blight disease is more serious, and potions and cures are harder come by. Corprus disease can't be cured. Some say vampirism is a disease, but no known cure seems to exist.

SPELLS

Successfully casting spells will raise your skill in that spell's school. You can buy new spells from various people in the world who sell them.



SPELL NAME – Name of selected spell.

MAGIC SCHOOL – Name of school of magic that governs the use of this spell. Successfully using the spell will help improve this skill.

MAGIC EFFECTS – Any effects contained by this spell. If a spell contains multiple effects, the most difficult effect to cast will be used to determine which school of magic the spell falls under.

MAGNITUDE – How powerful the spell effect is. It determines how much damage a spell does, or how much it improves or decreases the target's attributes. This is often represented by a range of numbers (e.g., 1 to 10 pts). When cast, the magnitude is random between these two numbers.

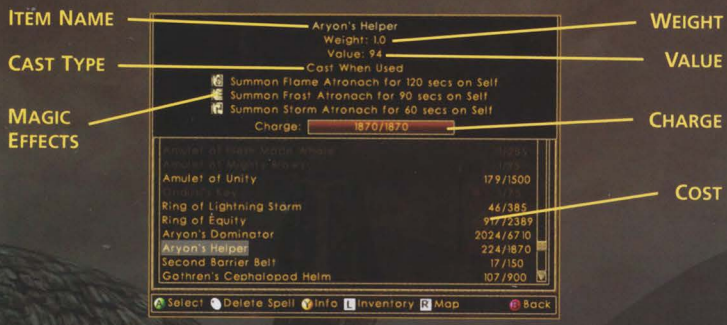
DURATION – How long the spell effect lasts.

RANGE – Spells can be delivered in one of three ways:
Touch – The spell effect is cast upon touching a target.
Target – A ranged spell effect that can be delivered from a distance.
Self – A spell effect that automatically affects the caster.

AREA – The radius a target or touch spell will affect, in feet.

Magic Items

You will find a wide variety of magic items scattered throughout the land, including rings, amulets, belts, scrolls, weapons, armor, and more. Equipping some items, such as weapons, will automatically cast a spell when used successfully (i.e., hitting an opponent). Others allow you to cast a spell when the item is equipped (e.g., Ring of Healing). To make the an equipped item's spell your active Magic, select it from your Magic Menu under the item list.



Item Name – Name of the item.

Weight – How much the item weighs.

Value – Average worth of the item if you were to try to sell it.

Cast Type – Indicates when the spell effects are cast.
Cast When Used: must be used like a spell and cast.
Cast When Strike: casts its magic when it strikes a target.
Constant Effect: always in effect when equipped.

Magic Effects – The magic effects that the item will cast.

Charge – The current and total amount of charge in the magic item.

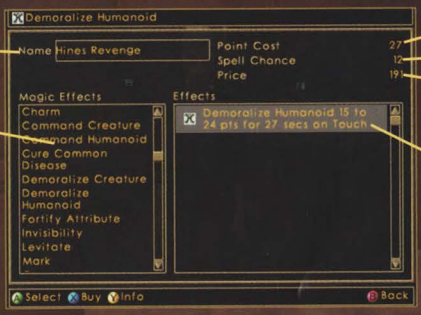
Cost – The amount of charge the item uses. The cost of using it is dependent on your Enchant skill. Magic items slowly regenerate their charge, or can be recharged with a soul gem.

Magic Scrolls

Magic scrolls are special items that can only be used once. They cannot be recharged and are destroyed when they are cast. Essentially, they are a one-time spell. To ready a scroll as your Active Magic, select it from your Magic Menu. Magical scrolls can be cast like a spell. They can only be used once. To see a scroll's spell, select the scroll in your Inventory or Magic Menu and hit the Y button.

SPELLMAKING

For a price, Spellmaking characters you meet will combine spell effects that you have learned into new spells.



NAME – Name of new spell.

SPELL EFFECTS – The Spell effects you have learned that may be combined.

ADDED EFFECTS – The effects being combined, including the magnitude, duration, range, and area.

COST – The amount of Magicka required to cast the spell.

CHANCE – The percent chance of successfully casting the spell. The higher your skill in the particular Magic School, the higher your chance of success.

PRICE – How much you must pay for the new spell.

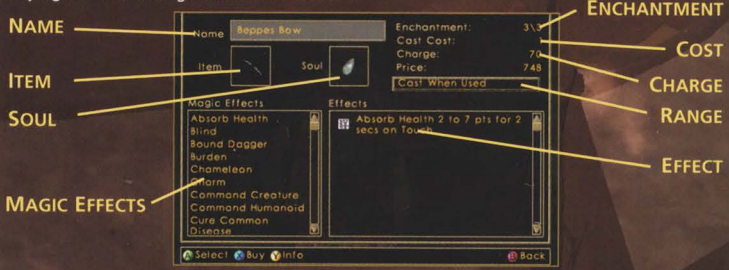
In dialogue, select the Spellmaking option. Select the effects you wish to combine by using the D-Pad or Left Thumbstick and press the A button for each spell effect you want to include. You can set the effect's magnitude, duration, and area by moving the sliders with your Left Thumbstick, and the range by pressing the A button. To remove or edit effects, highlight them from the Added Effects list and hit the A button again.

Adding more effects and increasing the magnitude, duration, and area of each effect increases the price. When you are done creating your new spell, press the X button. At any time, you can press the B button to cancel.

ENCHANTING

To enchant an item, you must have charged a soul gem. Higher quality soul gems can trap larger creatures to create more powerful enchantments. To trap a soul, you need an empty soul gem, a soul trap spell or scroll, and a live creature. Cast soul trap on the creature, then kill it. Upon its death, its soul will be trapped inside your previously empty soul gem. Highlight your soul gem and press the Y button to see if the creature is trapped or not.

Find someone who offers Enchanting and select Enchanting while talking with them. Or do it yourself by selecting a charged soul gem in your inventory and pressing the A button to equip it. Your success depends on your Enchant skill if you do it yourself. Paying for Enchanting services will never fail.



NAME – The name of the enchanted item.

ITEM – The item from your inventory you wish to enchant or recharge.

SOUL – The charged soul gem you want to use to enchant or recharge.

ENCHANTMENT – Enchantment points used and the total number of enchantment points available for the selected item. The more effects you add, the more enchantment points are used.

COST – How much Magicka is needed per use. The more effects you add, the higher the Cost. The Cost is dependent on your Enchant skill.

CHARGE – Amount of Magicka available at full charge.

MAGIC EFFECTS – The spell effects you have learned that can be used in enchantment.

EFFECT – The effects being used in the enchantment including its magnitude, duration, and area.

RANGE – Cast When Used, Cast When Strikes, Constant Effect (Only with powerful soul gems), or Cast Once (Only with books and scrolls).

Select an item to enchant and a charged soul gem from your inventory. You can choose the magic effect to enchant on the item by using the D-Pad or Left Thumbstick and press the A button. You can set each effect's magnitude, duration, and area by moving the sliders with your Left Thumbstick, and the range by pressing the A button. To remove or edit effects, highlight them from the Effects list and hit the A button again.

Press the X button when you are done selecting effects for the enchantment. At any time, you can press the B button to cancel.

POTIONS

Alchemists, apothecaries, and healers, as well as general merchants, sell commercial potions. These potions are easy and reliable, but costly. If your Alchemy skill is not high enough, effects of the potion will be listed as a question mark ("?"). In addition, you can create your own potions using your Alchemy skill. To drink a potion, equip it in your Inventory Menu.

ALCHEMY

The simplest use of your Alchemy skill is to eat ingredients in order to experience the benefits (or ill effects) of that ingredient. To eat an ingredient, equip it in your inventory. Ingredients can be collected from creatures' bodies and plants, found in various containers in towns and buildings, and bought from individuals throughout the world.

Highlight an ingredient from your Inventory Menu and press the Y button to see what effects it offers. If you see slots with a question mark (?) in them, this means your Alchemy skill is not high enough to determine that effect.

If your Alchemy skill is high enough, when you eat an ingredient you may be affected by the first effect in the ingredient's list, even if you don't know what that effect is.

In addition, with the necessary apparatus and ingredients, you can make your own potions. The higher your skill, the better your chance to create a potion and the more powerful it will be.

NAME – Change the name of the potion here

APPARATUS – Shows all of the active apparatus here. Alchemical apparatus come in grades of quality; a higher quality apparatus is more effective and reliable. To create a potion, you must equip the apparatus you want to use. You can add additional apparatus by selecting the slot you want to add/change and pressing the A button. Each apparatus performs a certain function:

Mortar & Pestal – Required to mix a potion, and determines the initial potion strength.
Retort – Increases the magnitude and duration of all positive effects in a potion.
Alembic – Decreases the magnitude and duration of all negative effects in a potion.
Calcinator – Increases the magnitude and duration of all effects in a potion.

INGREDIENTS – Potions require at least two ingredients with the same effect. So, two ingredients with the Invisibility effect will add Invisibility to the potion.

EFFECTS – Current effects that the potion will have. Much like eating an ingredient, you may not know what all the effects are. Unknown effects will be listed as a ("?").

Stealth

Sneaking

Sneaking is the ability to remain undetected by nearby creatures or people while standing or moving. To Sneak, press down on the Left Thumbstick. When you become undetected, an icon will appear on the screen. When you are detected, the icon will disappear. Sneaking will allow you to attempt to pickpocket, steal items, pick locks, and perform other acts undetected that might be considered illegal. You can also double-click the Left Thumbstick to lock yourself into Sneaking. The weight of your boots also plays a minor role in sneaking. The Sneak icon does not mean you are improving your Sneak skill, it only indicates you are currently undetected.

Picking Pockets

To steal an item from a person, you must first be in Sneaking. While Sneaking, approach the person in question and hit the A button when the individual's name appears above his head. An inventory window will appear for that person. Since picking pockets is based on your Security skill, you will not always see everything a person is carrying, and what you see may change every time you attempt to pick the same person's pocket. If you see an item(s) you want to try to steal, highlight it using the D-Pad, and then press the A button. If you succeeded, you will remain undetected. If you are detected, the person will say something and possibly report your crime, or even attack you.

Stealing

While in Sneak mode, you can attempt to take items that don't belong to you. These items may be out in the open, or inside containers (see page 45). Any items you steal will be added to your inventory. Note that you cannot sell stolen items back to the original owner. For more on crime and jail, see page 44.

Picking Locks

Lockpicks come in several grades of quality and only have a limited number of uses. To pick a lock, equip your lockpick and highlight the locked door or container. Hit the X button to activate your lockpick and pull the Right Trigger to attempt to pick the lock. Your chance of success depends on the quality of the lockpick, the lock level, and, more importantly, your Security skill. Every attempt to pick a lock counts as a use for that lockpick. If you successfully pick the lock, you will then be able to open the door or container.

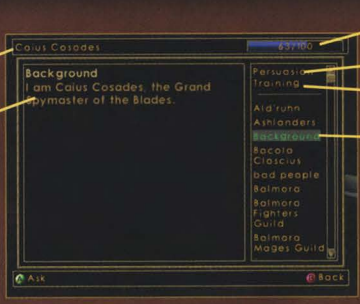
Disarming Traps

Any item that is trapped will be identified as such when you look at it. The ability to disarm a trap requires proficiency in the Security skill and a probe, which you must have equipped. Equip the probe, highlight the trapped item, hit the X button to activate your probe, and pull the Right Trigger to attempt to disarm the trap. As with picking locks, the quality of the probe can greatly increase your ability to disarm a trap.

Critical Hit

If you can move within range of an NPC or creature without being detected (i.e., while sneaking), your first melee attack will do considerably more damage (4x) and a notice that you successfully achieved a Critical Hit will appear. All subsequent attacks will count as regular attacks.

DIALOGUE



To initiate dialogue with a person, press the A button when you see their name appear over their head. The dialogue menu has several important areas.

CHARACTER NAME

The name of the person to whom you are speaking.

TOPICS

This is a list of everything you can ask this person about. Asking about certain topics may add new topics to the list. While you can ask someone about any topic they know something about, they may or may not tell you what they know depending on their Disposition. Hold the ◔ button to scroll the list quickly.

DISPOSITION

When the dialogue menu appears, you will see a blue bar with a number. This number represents the person's Disposition, or how he feels about you, on a scale from 0 to 100. The higher the number, the more he likes you. This means he may be willing to talk to you about topics he wouldn't normally tell you about, give you quests, or offer services he wouldn't have given you before. On the other hand, the lower the number, the less he likes you and the less he may be willing to tell you or do for you.

A person's Disposition is based on a large number of factors, including race, class, your reputation, faction affiliations, and how the person may feel about your previous actions (e.g., you helped a member of this individual's guild, or stole from or killed a friend of his). You can change a person's Disposition using Persuasion.

RESPONSE

You will see the person's response to the topic you ask about here. Words highlighted in blue are topics that you can ask this person about. This information will also be recorded in your Journal. Use the Left and Right Triggers to scroll the response up/down.

PERSUASION

Successful persuasion depends on your Speechcraft skill for Admire, Taunt, and Intimidate, and your Mercantile skill for Bribe.

Admire: Paying someone a compliment can change the way a person feels about you. If you do a good job and seem sincere, his Disposition will go up. If you fail, your attempt at admiration has come off as phony and the individual now likes you less than before.

Taunt: Attacking a person in town is illegal, and guards will come and arrest you if you start a fight. One way to get into a fight without getting arrested is to taunt a person into taking the first swing, thereby allowing you to defend yourself without fear of prosecution. A failed attempt at taunting will reduce the person's disposition.

Intimidate: If you're not interested in paying money and don't feel like picking a fight, you can always try to get what you want by being a bully. Successfully intimidating an individual will improve his Disposition in the short term and may enable you to get valuable information. However, you'll find that after you leave, the person will like you even less than before and it will become harder and harder to intimidate him in future conversations. A failed attempt at intimidation will reduce the person's Disposition.

Bribe: The quickest way to a person's heart may be through his wallet. While bribery works for some folks, it doesn't work on everyone…particularly those with high morals or ethics. Choose the amount you wish to bribe a person and hit the A button. Your bribe money is only taken if the bribe is successful. Otherwise the individual is insulted by the offer, and his Disposition drops.

Services

Many people you meet will offer services to you. These services can range from trading goods to improving your skills to healing you. The dialogue menu will list the services a person can offer. Select the desired service from the list, and then hit the A button. To close any dialogue window at any time and return to the previous menu, press the B button. The services available include:

Barter – Buy and sell goods. See below.
Enchanting – Enchant items in your inventory with spell effects you've learned. See pg. 39.
Repair – Repair weapons and armor.
Spells – Learn new spells.
Spellmaking – Combine spell effects you know to create new spells. See pg. 38.
Training – Pay a fee to increase any of the skills listed by one point.
Travel – Purchase fast travel to other locations.

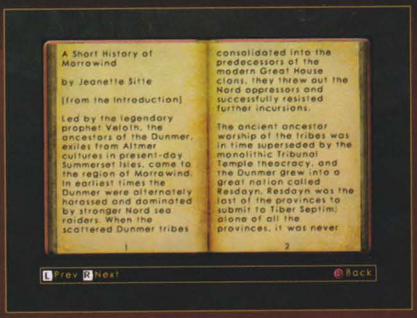
Bartering

You can buy and sell items with certain people you meet. Choosing Barter will first display the person's inventory. Highlight any item(s) you want to obtain from the person and press the A button to place them in your inventory. If you wish to sell your items, hit the Right Trigger to get to your inventory menu, highlight the item(s) you want to sell, and press the A button.

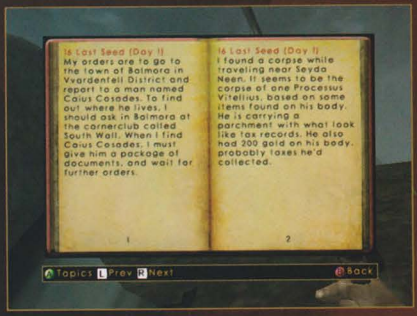
The difference between the cost of goods you're buying, and the value of any goods you're selling is displayed at the bottom. If the value of the goods you are buying is more than the value of the goods you are selling, you will see TOTAL COST. If you are owed money, then it will say TOTAL SOLD. Press the B button to confirm your selections. You will then be asked if you want to alter the offer that has been made. Use the and buttons to add or subtract gold to the overall amount. When you are ready to offer the deal, press the A button. The person you are bartering with will choose to accept or reject any offer you've modified based on your Mercantile skill and the amount of gold you've added or deleted. Note that if the offer is rejected, his Disposition will drop by a point. When you are satisfied with the deal, hit the A button to make the offer. If you want to cancel the deal, hit the B button.

BOOKS

Throughout your adventures, you will find books of all kinds. Books may be several pages in length. Use the Left and Right Triggers to flip through the pages. When you pick a book up and read it, you have the option of putting it back where you got it by pressing the B button, or putting it in your inventory by pressing the A button. Keep in mind that books usually belong to people, so taking one is theft, and the owner will act accordingly (if they catch you).



Some books will provide information on the lore and history of MORROWIND and Tamriel. Others will provide lessons that actually help improve your skills. You only need to open a book in order to receive the skill increase it provides, assuming it increases a skill. Upon opening such books, a message will appear and indicate which skill has been improved. A book will only improve a skill once...reading it over and over won't improve the skill further.



JOURNAL

Your journal is an invaluable tool for keeping track of information you have gathered from others. To open your journal, press the button. It will open your journal to the most recent entry. You can move through the pages by using the Left and Right Triggers, which allows you to see information on quests you've been given, or completed, and other important events.

You will notice certain words are highlighted in blue. These words are topics that can be found in your topic list, which keeps track of everything you've been told about a given subject. To view your topic list, press the A button and select the letter you want to use to view available topics. You can either highlight a topic from the list and press the A button to see what you know about that topic, or you can press the B button to go back to the index to choose another letter.

Containers

Containers can include chests, sacks, crates, barrels, dead bodies, and more. When you want to access the inventory of a container, center the container on your screen so that the name appears, and press the A button. You can then add any items from to your inventory by highlighting the object with the D-Pad and hitting the A button. Using the X button, you can take all the items at once. Use the B button to close the container. You can also move items into the container by highlighting the item in your inventory and pressing the A button. The item will then be move from your inventory to the container you have selected.

Some dead bodies will give you a Dispose of Corpse option. Pressing the button will take all the items on the body and dispose of the corpse, removing it from the world.

Since people like to keep their things safe, you will frequently encounter containers that are locked, or even trapped. To open these containers, you will need to use a lockpick and/or a probe. If you are caught taking someone else's items, you may be reported to the guards. See Stealing, pg. 41 and Crime and Jail, below.

Resting and Waiting

If you are in a town or city, you will need to go indoors to Rest. You can only Wait while in town. Resting in the wilderness is permissible if you are far enough away from town, and there are no enemies nearby, but may prove dangerous. You can rent a room with a bed in a tavern in town. If you belong to a faction, you can use a bed in any of its halls without fear of reprisal. Sleeping in a bed that belongs to someone else is often reported as a crime.

Waiting is helpful if you want time to pass more quickly until a certain hour (or perhaps a change in the weather). Waiting only allows your Fatigue to recharge, while resting recharges Fatigue, Health, and Magicka. Also, resting is the only way to level up. Press the button to rest (or wait).

Fast Travel

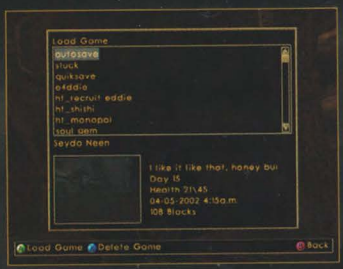
Since the land of MORROWIND is so large, you will find a variety of fast travel options available to you at various places throughout the world. Although traveling by foot can lead you to many exciting adventures and exotic locations, it can also lead to your demise. Options available to you include Silt Striders, boats, and teleportation from Mages Guilds. The Map of Vvardenfell shows the location of Silt Striders and Boats in MORROWIND. Each form of fast travel can be purchased by speaking with the person who offers it and selecting Travel. Use fast travel whenever you have the means to avoid any unfortunate encounters and to save time.

Crime and Jail

In general, the following actions are considered crimes and will be reported as such if you are caught: taking something that isn't yours, starting a fight in a town (defending yourself is ok), killing a character, or sleeping in someone else's bed. When a crime is reported, money is added to your Bounty. If you go into town with a bounty on your head, guards may come to arrest you. If you run, they'll chase you. If you manage to escape, you'll find that the legal system is very efficient and anywhere you encounter guards, they will attempt to arrest you. Once they catch you, you'll have several options.

1. If you have the money, you can pay off the Bounty on your head and avoid jail. If you stole items, they'll be taken from you, including things you may have stolen without getting caught. Guards can spot stolen merchandise.
2. You can resist arrest, which is a really bad idea because a) guards are very tough, and b) it's yet another in a growing list of crimes for which you'll be held accountable, and your Bounty goes up further.
3. You can agree to go to jail rather than pay the fine. Some of your skills will degrade during your time in jail. The number of skills, and the amount they deteriorate, depends on the amount of time in jail. Any stolen items in your possession will be taken from you.

Loading and Saving



Once you have completed character creation and left the Census and Excise Office in Seyda Neen, you can save your game at any time. To create a save game, hit the START button and choose Save Game from the Main Menu. You can then choose to save the game under a new name by choosing "New Save Game" from the top of the list and hitting the A button, or overwrite a previous save game by choosing the name from the list and hitting the A button. You can also delete save games by highlighting the game you want to delete and pressing the X button. You can only save games to the hard drive.

You can also load a game from the Main Menu by selecting Load and pressing the A button. You will then see a list of all games that are saved. Games are listed according to the date and time they were saved, with the most recent save games listed at the top.

NOTE: Hold the ◔ button to scroll the list quickly.

Options Menu

You can access the Options Menu from the Main Menu when you load MORROWIND, or at any point during the game, by pressing the START button. The Options Menu allows you to adjust your audio, control and preferences settings. Use the **L**eft and **R**ight Triggers to move between menus.

Audio

Using this menu, you can adjust the volume levels for Voices, (Sound) Effects, Footsteps, and Music. To adjust a setting, highlight the slider bar you want by moving up/down with your D-Pad or Left Thumbstick, and then move the D-Pad or Left Thumbstick left/right to adjust the volume down or up, respectively.

Control Settings

Vertical Sensitivity

Determines how quickly your view will rotate up and down by moving the Right Thumbstick up and down. The higher the sensitivity, the more quickly it will rotate.

Horizontal Sensitivity

Determines how quickly your view will rotate left and right by moving the Right Thumbstick left and right. The higher the sensitivity, the more quickly it will rotate.

Invert Y Axis

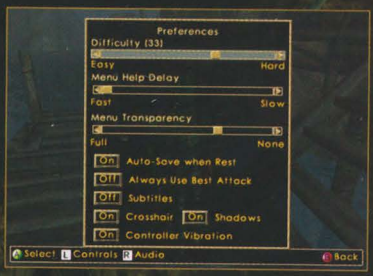
This allows you to change which direction you will look when you press up/down on the Right Thumbstick. By default, pressing down on the Right Thumbstick lets you look up.

X-Axis Movement
This option allows you to change the X-Axis (left/right) for your Left Thumbstick and D-Pad to either Strafing or Turning. Strafing will allow your character to sidestep left or right, while Turning will allow your character to turn that direction instead of walking sideways.

Controls
You can reassign the action for each button by highlighting the action in the Controls section, pressing the A button, and then choosing the button you want that action assigned to.

Reset Controls
To reset the button controls to their original settings, select "Reset Controls" option and press the A button. You will be asked whether you are sure you want to reset the controls. Press the A button to reset. Press the B button to cancel.

PREFERENCES



DIFFICULTY SLIDER
The Difficulty slider has 200 different settings that will either increase the amount of damage you deal and receive or reduce the amount of damage you deal or receive, depending on where you set the slider.

HELP MENU DELAY
How long of a delay you want before a help menu appears for any item you have centered in the screen.

MENU TRANSPARENCY
Allows you to change the transparency of the background for all menus.

AUTO SAVE WHEN REST
Turning this option on will automatically save your game into the "AutoSave" slot in your Save Game list whenever you rest or wait.

ALWAYS USE BEST ATTACK
When On, it allows you to always use the best kind of attack for the weapon you are holding, regardless of which way you are moving. When off, you will thrust when moving forward or back, slash when moving left or right, and chop when moving diagonal or standing still.

SUBTITLES
You can choose whether or not to display subtitles for all spoken character dialogue.

CROSSHAIR
Allows you to display a small crosshair in the center of the screen during gameplay.

SHADOWS
Allows you to turn shadows for all characters and creatures on or off.

CONTROLLER VIBRATION
This option allows you to turn on/off the vibration option on your Xbox controller.

Bloodmoon and Tribunal Expansions

Two new areas have been added to the game world, filled with all new quests, creatures, armor, weapons, and more. Once you visit them, you can travel between Vvardenfell and these new areas at any time. You can even begin the main quests for each expansion while still working through the main quest in Morrowind.

Solstheim is a frozen island to the Northwest of Vvardenfell. The easiest way to find out about Solstheim is to ask anyone on Vvardenfell about Latest Rumors. Or, simply look on your map for the new landmass. Fast travel is available by boat in Khuul...or you can just start swimming.

Tribunal begins the first time you rest. You will be awakened by a disturbance. A journal entry will record what happened and the first Tribunal quest, Dark Brotherhood Attacks, will begin. Talk to a guard to continue further in the quest. Based on your character's level, your sleep may be disturbed up to 9 times in a row. Investigate the attacks to explore more of Tribunal, or continue on with your current adventures – it's up to you. Tribunal will be waiting for you anytime.

Be warned that while the new quests introduced by Bloodmoon and Tribunal are designed so that any level character can visit the new areas, they are intended to challenge high-level characters and are tough to complete. If you start with a new character, you may want to build your character up using the quests in Morrowind before tackling the bulk of these two new expansions. If you're continuing a previous game of Morrowind with a higher-level character, you'll find that Mournhold and Solstheim will provide plenty of new challenges to test your abilities.

Mercenary

You may find a mercenary for hire in Mournhold. A mercenary follows you, fights for you, and helps you carry burdens. However, he can never leave Mournhold and so won't be available to you should you return to Vvardenfell. Access a hired mercenary's inventory by selecting Share in the dialogue menu. A mercenary will tirelessly carry your gear without complaint, but...the mercenary works for profit. If you allow the Profit value to go below zero, he will get angry and quit. As long as the total value of items in the mercenary's inventory is at least as high as he started with, he will remain happy.

Mercenaries may decide to use items you place in their inventory. If you give them better weapons and armor, they will fight better. This can be a bad thing when you need to use some restore health potions you gave him to carry and find that your mercenary drank them all in your last fight.

Pack Animals

Trained pack animals are for sale in Mournhold. These creatures will follow you faithfully, carrying your heavy burdens. To access their inventories, activate them. Pack animals don't use the items you place in their inventories – though the temptation to scarf down the kwama eggs they carry must be terrible. Like the mercenary, pack animals cannot leave Mournhold.

Werewolves

To become a werewolf, you must contract Sanies Lupinus. The only place this can happen is on the island of Solstheim. If you do not cure the disease after three days, you will be woken by a dream (much like becoming a vampire by contracting Porphyric Hemophilia in Morrowind).

There are several important things you should know about being a werewolf:

- You have no access to your inventory or magic menu.
- You cannot cast spells.
- You cannot pick up or use any items.
- You can only attack with your claws, which will damage a target's health (and not fatigue as is normally seen with hand-to-hand attacks).
- Every night, you must feed your thirst for blood by killing one NPC. Otherwise, you'll lose health every hour. **NOTE:** You will not die, but in the morning, you will have lost a substantial amount of health if you do not feed.
- If someone sees you change to or from werewolf form, everyone will know that you are a werewolf. You will be attacked on sight regardless of whether you are in human form or a werewolf.
- If no one knows you are a werewolf, you will be free to roam the world, doing as you please, with no one knowing you are the beast terrorizing them.
- Beware of silver weapons. They do **DOUBLE** damage when used on a werewolf.
- If you are immune to disease, you won't be able to catch Sanies Lupinus by fighting a werewolf – but you still can become one by playing the BLOODMOON main quest.

CREDITS

Project Leader
Todd Howard

Producer
Ashley Cheng

Lead Designer
Ken Rolston

Lead Programmer
Craig Walton

Lead Xbox Programmer
Guy Carver

Lead Artist
Matthew Carofano

Lead Character Artist
Christiane Meister

Programming
Guy Carver
Ahn Hopgood
Scott Franke
Chris Innanen
Mat Krohn
Mike Lipari
Steve Meister
Matt Picioccio
Kerry Sergent
Craig Walton

Additional Programming
Hal Bouma
Victor Breuggemann
Dave DiAngelo
O'dell Hicks
Scott Hofmann
Andrew Nunn
Casey O'toole
Erik Parker

World Art & Building
Hope Adams
Noah Berry
Mark Bullock
Matthew Carofano
Christine Miller
Gary Noonan
Istvan Pely
Rafael Vargas

Additional World Art & Building
Shirin Alkaissi
Brian Chapin
Royal Connell
Bryan Card
Gavin Carter
Kevin Shriner
Frank Ward

Character and Creature Art
Hiu-Lai Chong
Josh Jones

Character and Creature Art (continued...)
Tohan Kim
Christiane Meister
Juan Sanchez
Ka-Kei Wong

Additional Character and Creature Art
Wan Chiu
Sean Ekanayake
Sean Foyle
Josh Jones
Mark Jones
Andrew Rai
Michael Smith

Concept Art
Michael Kirkbride

Writing & Quest Design
Brian Chapin
Douglas Goodall
Mark Nelson
Emil Pagliarulo
Ken Rolston

Additional Writing & Quest Design
Bill Burcham
Gavin Carter
Todd Howard
Michael Kirkbride
Ted Peterson
Todd Vaughn

Cutscene Animations
Hiu-Lai Chong
Istvan Pely

Sound Effects
Jason Ruddy

Original Music Composed and Produced by
Jeremy Soule
www.jeremysoule.com

Quality Assurance Lead
Mike Fridley

Game of the Year QA Lead
Alan Nanes

Quality Assurance
Mike Fridley
Mike Mazzuca
Alan Nanes
Absolute Quality Inc.

Quality Assurance Interns
Nathan X. McDyer
Jennifer Noland

Associate Producer
Todd Vaughn

Voices
Jeff Baker
Johnathan Bryce
Lynda Carter
Linda Canyon
David DeBoy
Shari Elliker
Catherine Flye
Cami St. Germain
Gayle Jessup
Wes Johnson
Melissa Leebaert
Michael Mack
Elisabeth Noone
Dude Walker

Voice Recording
Absolute Pitch Studios,
Washington, DC

Manual Writing
Ashley Cheng
Pete Hines
Ken Rolston

Manual, Maps and Package Design
Michael Wagner

Director of PR and Marketing
Pete Hines

Marketing Assistant
Diana Calilhanna

National Sales Manager
Lori Rehr

President
Vlatko Andonov

Original Concept
Todd Howard and Ken Rolston

Game Design
The Morrowind Team

Special Thanks To
Family and Friends

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Game of the Year Edition

Gameplay Controls

	JOURNAL		REST
	READY MAGIC		MENUS
	READY WEAPON		ACTIVATE

+ R / L TRIGGERS	CYCLE WEAPONS
+ R / L TRIGGERS	CYCLE MAGIC
L <CLICK AND HOLD>	SNEAK
L <DOUBLE CLICK>	TOGGLE SNEAK
R <CLICK DOWN>	CHANGE VIEW
R <CLICK AND HOLD>	VIEW CHARACTER
R + L / R <CLICK AND HOLD>	ZOOM IN/OUT

BINK VIDEO

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